

Rock paper scissors game with counter

This is the classic 'Rock Paper Scissors' game using the Microsoft Block Editor. The actual game is controlled by the Microbit's accelerometer but you might want to keep a tab of your actual number of wins by using the A and B Buttons.

The image displays a Scratch script for a Rock Paper Scissors game. The main script starts with an 'on shake' event, followed by three 'set' blocks for 'img1', 'img2', and 'img3'. Each 'set' block is followed by a 'create image' block containing a 5x5 grid of checkboxes. The 'img1' grid has the first three columns checked, 'img2' has the first two columns checked, and 'img3' has the first two columns checked. Below these is a 'pick random 0 to 2' block for 'img_no'. Three 'if' blocks follow, each with a condition 'img_no = [0]', 'img_no = [1]', or 'img_no = [2]', and a 'do' block that shows the corresponding image at offset 0. To the right, there are three separate button press scripts. The first is 'on button A+B pressed', which sets 'wins' to 0, clears the screen, shows the string 'reset', and pauses for 500ms. The second is 'on button A pressed', which changes 'wins' by 1. The third is 'on button B pressed', which clears the screen, shows the number of 'wins', and pauses for 500ms.

```
on shake do
  set img1 to create image
  0 1 2 3 4
  0 [x] [x] [x] [x] [x]
  1 [x] [x] [x] [x] [x]
  2 [x] [x] [x] [x] [x]
  3 [x] [x] [x] [x] [x]
  4 [x] [x] [x] [x] [x]
  set img2 to create image
  0 1 2 3 4
  0 [x] [x] [x] [x] [x]
  1 [x] [x] [x] [x] [x]
  2 [x] [x] [x] [x] [x]
  3 [x] [x] [x] [x] [x]
  4 [x] [x] [x] [x] [x]
  set img3 to create image
  0 1 2 3 4
  0 [x] [x] [x] [x] [x]
  1 [x] [x] [x] [x] [x]
  2 [x] [x] [x] [x] [x]
  3 [x] [x] [x] [x] [x]
  4 [x] [x] [x] [x] [x]
  set img_no to pick random 0 to 2
  if img_no = 0 do
    show image img1 at offset 0
  if img_no = 1 do
    show image img2 at offset 0
  if img_no = 2 do
    show image img3 at offset 0

on button A+B pressed do
  set wins to 0
  clear screen
  show string "reset"
  pause (ms) 500

on button A pressed do
  change wins by 1

on button B pressed do
  clear screen
  show number wins
  pause (ms) 500
```